

"DWARVES!" EXPANDED

Introduction

You are a dwarf, one of the most iconic races in all of fantasy. Noticeably shorter than humans but stockier and heartier, the dwarf has been a favored companion of many of the realms greatest heroes and indeed have been the heroes themselves.

Typically, dwarves are hard-working traditionalist who value clan and kingdom above all else. They love drinking, mining, and fighting! Gold, gems, and metal tend to be the chief exports of a dwarven kingdom. Dwarven stonework is second to none and their great cities, carved into mountains, are some of the safest places in all the realms, often boasting of how their great stone gates have never been breached!

Being a dwarf is about being proud of who you are and what you and your ancestors have done. You've probably never taken charity in your life, working hard for ever copper you've ever placed in your greedy fingers. You likely know every heroic feat of your ancestors and seek to live up to and add to the prestige your clan name brings you.

You and your kin tend to favor more martial and religious pursuits, the dwarven fighter being a staple ever since the earliest days of fantasy. Clad in the finest armor and wielding masterwork weaponry, the dwarven warrior rushes head long into battle! Few can match the courage and tenacity of the children of stone! Onward you go, "FOR CLAN AND KINGDOM!" The words echo through the lair of the dragon who is about feel the bite of dwarven steel!

Additional Weapons

Name	Cost	Damage	Weight	Properties
Dwarven Warpike	50gp	1d10 piercing	6lbs	Reach, Heavy, Two-Handed, Special
Dwarven Battleaxe	25gp	1d8 slashing	4lbs	Versatile (1d12), Special
Dwarven Flail-Whip	75gp	1d8 bludgeoning	10lbs	Reach, Special

Dwarven Warpike

- Type: Martial
- Properties: Reach, Heavy, Two-Handed, Special

The dwarven pike is a weapon specifically made to counter the long reach of giants, one of a dwarf's most hated foes. The nimble head of this pike is easily maneuverable for the stout dwarves.

Whenever a creature with reach attacks a creature wielding this weapon using its reach, the wielder may use their reaction to also make a single attack. This does not apply to creatures using weapons with reach. Creatures using this weapon other than dwarves treat it like a normal pike unless they take the feat "Weapon Master" and select the Dwarven Warpike as one of their weapons learned. If your game does not allow feats, then you may learn to use the full properties of a Dwarven Warpike in the same manner you would learn an additional language or tool proficiency.

Dwarven Battleaxe

- Type: Martial
- Properties: Versatile (1d12), Special

The Dwarven battleaxe is an iconic weapon in fantasy. This large, single bitted battleaxe is generally unwieldy to those lacking the natural strength and stout stature of a dwarf. Creatures using this weapon other than dwarves treat it like a

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normal battleaxe unless they take the feat "Weapon Master" and select the Dwarven battleaxe as one of their weapons learned. If your game does not allow feats, then you may learn to use the full properties of a Dwarven battleaxe in the same manner you would learn an additional language or tool proficiency.

Dwarven Flail-whip

- Type: Martial
- Properties: Reach, Special

The Dwarven flail-whip is a ten-foot length of chain with a heavy steel ball at the end. It is designed to wrap around fleeing foes. When a creature attempts to move away from you and reaches 10 ft. You may use the flail-whip to attempt to grapple that creature. This applies even when the disengage action is used, but you attempt the grapple with disadvantage in such cases. This only applies to voluntary movement. A creature knocked away by a spell or explosion, running in fear from a magic spell, teleports away, etc. does not provoke this reaction. Creatures using this weapon other than dwarves treat it like a normal flail unless they take the feat "Weapon Master" and select the "Dwarven Whip-Flail" as one of their weapons learned. If your game does not allow feats, then you may learn to use the full properties of a Dwarven whip-flail in the same manner you would learn an additional language or tool proficiency.

Optional Rule

Exotic Weapons: In previous editions, powerful racial weapons were usually considered "exotic weapons" and required additional proficiencies. Consider all weapons in this book as "exotic" except by the race whose name it bears which treats it as a martial weapon. Players treat these weapons as improvised until trained properly.

Dwarven Spells

Cantrips

- Stone Fist
- Dirt Spray

Level 1

- Detect Minerals
- Sense Surface

Level 2

- Steel Clothes

Level 3

- Greater Darkvision

Level 5

- Liffra's Lavish Smithy

Level 7

- Greater Stone Shape

Level 8

- Wall of Steel

Level 9

- Liffra's Divine Domain

Stone Fist

Conjuration Cantrip

- Casting Time: 1 action
- Range: 60ft
- Components: V, S, M (a small pebble)
- Duration: Instantaneous
- Classes: Wizard, Sorcerer, Druid

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You summon a rock approximately the size of a large apple and send it hurling at a creature or object within range. Make a spell attack roll against the target. On a hit, the target takes 1d8 non-magical bludgeoning damage. This damage is doubled against unattended objects and structures. This damage is increased to 2d8 at 5th level, 3d8 at 11th level, and 4d8 at 17th level.

Dust Spray *Conjuration Cantrip*

- Casting Time: 1 action
- Range: 10ft
- Components: V, S, M (a handful of dirt)
- Duration: Instantaneous
- Classes: Wizard, Sorcerer, Druid

You summon and shoot out dust at a single creature within range. Creatures within the cone must make a Dexterity saving throw or be blind until the beginning of your next turn. Open flames on the creature that are not magical have a 50% chance of being extinguished.

Detect Minerals *1st level divination (ritual)*

- Casting Time: 1 action
- Range: Self
- Components: V, S, M (shard of a precious gem or a silver coin)
- Duration: Concentration, up to 10 minutes
- Classes: Wizard, Sorcerer, Cleric, Druid, Ranger, Paladin

For the duration, you cause metal, gems, and stone to faintly glow separate colors in your eyes with in 15ft. If you sense minerals in this way, you can use your action tell the composition of an object or ore vein. For example, you can tell what

minerals are in the walls of a cavern and in what amounts as they glow different colors to your eyes with rarer and more valuable minerals glowing brighter than more mundane ones. You can also see iron and carbon glowing separate colors in a steel sword to determine its quality for example.

The spell can penetrate most barriers including lead. It is only impeded by effects that block divination magic such as non-detection. This spell can be used to give the outline of stone rooms through walls for example but is less effective in wooden structures where nails would be the only thing seen. The spell can only see stone, metal, and gems. It does not work on creatures aside from those made mostly of metal, gems, or stone like iron golems. It gives no indication whether such creatures are animated.

Steel Clothes *2nd level Transmutation*

- Casting Time: 1 Reaction
- Range: Self
- Components: V, S, M (a tiny metal ring)
- Duration: Concentration, up to 1 minute
- Classes: Wizard, Sorcerer

When an attack would hit you, you may use your reaction to turn your clothing hard and durable as steel yet still retaining its normal flexibility and weight. Your AC becomes 18 (unless it is already higher). If you cast Shield, it dispels the effects of Steel Clothes, requiring it to be recast.

Steel Clothes also puts out clothing that is on fire. While under the effects of the spell, clothing can be damaged by rust monsters and is subject to spells like "Heat Metal" (ending the spell immediately cools the clothing to normal).

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Greater Darkvision

3rd level Transmutation

- Casting Time: 1 action
- Range: Touch
- Components: V, S, M (a dried carrot or agate)
- Duration: 8 hours.
- Classes: Wizard, Cleric, Druid, Ranger, Paladin

You touch a willing creature that naturally possesses darkvision and enhance it to the "Superior Darkvision" ability of duergar and drow. The target gains darkvision out to 120ft and has disadvantage while either they or their target are in direct sunlight.

Liffrasa's Lavish Smithy

5th level Conjuraton Spell (Ritual)

- Casting Time: 10 minutes
- Range: Self
- Components: V, S, M (a golden smith's hammer worth 500gp)
- Duration: 24 hours
- Classes: Cleric

This spell was created by the famous forge cleric Liffrasa Coalheart as she traveled the world and worked. The spell creates a 20ft by 20ft square house with a 10ft by 10 ft smithy attached. The roof is made of slate tiles. The house is 10ft at its lowest and 15ft at its peak. The smithy can only be summoned if there is enough space for it to stand.

When summoned, the forge is piping hot and ready to do work. An unseen servant is in the smithy to assist with the work there along with 3 sets of smith's tools that disappear when the spell ends. The entire structure is beautifully carved

stone with normal wooden doors, glass windows, and shutters. The chimney in the house has a steel grate to prevent creatures from entering, but otherwise has no other notable defenses. The smithy has 4 sets of bunk beds and can comfortably house 8 people.

Greater Stone Shape

7th level Transmutation Spell

- Casting Time: 1 action
- Range: Touch
- Components: V, S, M (soft clay, which must be worked into roughly the desired shape of the stone object)
- Duration: Instantaneous
- Classes: Cleric, Druid, Wizard

As the spell "stone shape" but it affects huge objects or a 15ft cube of stone. It does not work on creatures made of stone.

Wall of Steel

8th level Evocation Spell

- Casting Time: 1 action
- Range: Touch
- Components: V, S, M (a small block of steel worth 50gp)
- Duration: Concentration, up to 10 minutes
- Classes: Cleric, Wizard, Sorcerer

This spell functions as "Wall of Stone" with the following changes: The wall has AC 19 with 50 hp per inch. A lightning bolt spell that strikes the wall hits all creatures in contact with the panel struck. This also applies to any spell that does lightning damage of third level or higher and powerful electric attacks like the breath of a blue or brass dragon. The wall itself has resistance to energy attacks except acid and force.

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Liffrasa's Divine Domain

9th level Conjunction Spell

- Casting Time: 1 action
- Range: Self
- Components: V, S, M (a miniature castle worth 5000 gp)
- Duration: Permanent
- Classes: Cleric

For her life of dedication, the gods granted Liffrasa a gift: a castle forged by the divine themselves. This opulent castle springs to life around the caster. It is 200ft by 200ft with 30ft tall walls. The donjon stands at 50ft with the four towers on the corners standing at 40ft. The keep itself is also four stories tall. The earth itself rises to lift this castle an additional 50ft feet into the air on a defensible hill perfectly fitted to it. Alternatively, if cast underground, it will shape the earth and stone around it an additional 100ft to fit it. The interior of the castle shapes itself to the desires of the caster when its first made. This castle is staffed by 100 unseen servants. It is defended by one CR 10 creature with twelve CR 5 or less celestials, fey, fiends, or whatever servants are appropriate for the deity granting the spell subject to GM approval. These servants are completely loyal and bound to the will of the caster of the spell. These servants cannot go more than one mile from the castle unless the caster dies. Should the caster of the spell die, their servants will go to retrieve the body and entomb them in the castle, defending the body. They instinctively know where the body is.

The castle is fully furnished. This building is themed to whatever deity grants the spell. Asmodeus may grant a great obsidian structure, spartan in décor while Moradin might grant a great marble palace with intricate dwarven stonework.

GM Notes: Non-Dwarves with these Spells

While these spells are not limited to dwarves only, the idea behind them is that these are spells more common to dwarves than to other races. In your world, you should strive to make these spells harder for non-dwarves to possess. Show dwarves using such spells and others not. Maybe there is something unique about dwarves that only allows them to use such magics (it's probably their fabulous mana rich beards!).

Dwarven Feats

Stone Sense

Prerequisite: Dwarf

Your stonecunning is like a 6th sense when dealing with worked stone. You gain the following benefits:

- You automatically see any and all creatures within 60ft attempting to disguise themselves against or as stonework such as gargoyles and stone golems.
- You treat a 9 or less on roll made using your stonecunning as a 10.
- You automatically get a roll to detect a secret door or trap if you pass within 10 feet of one. This should be rolled by the GM in secret.

Dwarven Honor

Prerequisite: Dwarf

A dwarf is hard to sway from their path be it fighting for their home or their friends. You are exceptionally loyal and fearless. You gain the following benefits:

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- You have advantage against any effect that has you make a saving throw to resist being charm and frightened.
- Charm and frighten effects that have a duration over one round only have half their duration against you.
- If you succeed at resisting a charm or frighten effect from a creature you can see, you may use your reaction to attack that creature with a weapon or cantrip.

One with the Stone

Prerequisite: Dwarf, 15th level

You have always been curious about the stone which created you and your kinfolk. You have spent a lifetime trying to emulate the rock around you: still, strong, and patient. Your efforts were rewarded as you have partially become stone. You gain the following benefits:

- You are immune to petrification.
- You have resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.
- Any critical hit against you is instead a normal hit.

Dwarven Ambassador

Prerequisite: Must not be a Dwarf

While not a dwarf yourself, you have spent your life studying them or perhaps even living amongst them. You have gained the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You are proficient in history checks relating to dwarves and stonework.
- You have advantage on persuasion checks with dwarves.

Dwarven Slayer

Prerequisite: Dwarf

Dwarves loath their ancient enemies like few others. You gain the following benefits.

- You deal an additional 1d8 damage to orcs, giants, and goblinoids.
- If one of these creatures hits you, you have advantage on your next attack against it.
- You are considered proficient in checks made to learn about these foes and do so with double your proficiency. On a result of 5 or lower you may ask one of the following. On a result of 6 to 10, you may ask two of the following. On a result of 11 to 15 you may ask three. On a 15 to 19 you may ask four. A natural 20 gets all the following information.
 - Damage Resistances
 - Damage Immunities
 - Actions
 - Hit Dice
 - Senses
 - Special Defenses (like magic resistance)
 - Special Abilities (Like a flesh golem's Berserk ability)
 - Movements

Lacking Content for Paladins, Warlocks Bards, and Sorcerers?

You may notice that there isn't a lot of content here tailored to high charisma classes. This is because historically, in older additions of the game, dwarves had penalties to things like Charisma! They were often described as asocial and xenophobic. That said, don't let that stop you from play a dwarf bard as 5th Edition D&D has none of those issues!

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Dwarven Magic Items

Portable Gem Market

- Rarity: Common
- Type: Wonderous Item
- Attunement: Not Required

This bag is fancifully embroidered with colorful depictions of numerous gems. It is an automated magical marketplace tied to a dwarven market someplace in the multiverse. You may speak into the bag the price you are paying and what gems you want for that price. For example, if you needed a diamond worth 500 gold pieces, you would declare this to the bag, put the gold into the bag, and receive the gem one round later (the gold disappearing).

Dwarven Excavator

- Rarity: Uncommon
- Type: Weapon
- Attunement: Not Required

This item is prized by dwarven miners for its ability clear out tunnels with great speed. This war pick doubles as a mining pick and deals an additional 1d6 acid damage. This acid damage is doubled against creatures and objects made of stone or metal. The acid damage can be deactivated as a bonus action.

Stone Armor

- Rarity: Uncommon
- Type: Armor
- Attunement: Not Required

This armor is crafted and magically reinforced by dwarven smiths for use by dwarven druids who cannot wear metal armor. Only breastplate, half plate, splint, and plate can be made of stone. Stone armor is not subject to spells like heat metal or the

abilities of a rust monster. It is however subject to spells like stone shape when not worn.

Tankard of the Mountain Lords

- Rarity: Rare
- Type: Wonderous Item
- Attunement: Required

This bejeweled tankard is made mostly of gold with steel lining the insides to reinforce it. Speaking the mug's command word fills it with fine dwarven ale. Any liquid poured into it becomes fine dwarven ale with impurities like diseases, poisons, even curses being magically removed. While attuned to the tankard, you have advantage on diplomacy checks with dwarves and know dwarven. You also gain a dwarf's "Dwarven Resilience" racial ability. If you are a dwarf, you are instead immune to poisons.

Elfbane

- Rarity: Legendary
- Type: Weapon
- Attunement: Required
- Special: Elves cannot attune to this weapon

This legendary Warhammer once belonged to a famous dwarven warrior who was said to have slain so many elves that he became simply known as "Elfbane." His fury was so strong that the earth itself was said to rumble at his command leveling elven towns with ease. This weapon burns with an undying hatred for all elven kind. This magical weapon has a +1 attack and damage bonus and deals 3d6 damage to any elf. This includes half-elves. Once per day, this weapon can be used to cast the spell "Earthquake." This spell functions as normal but deals double damage to elven structures.